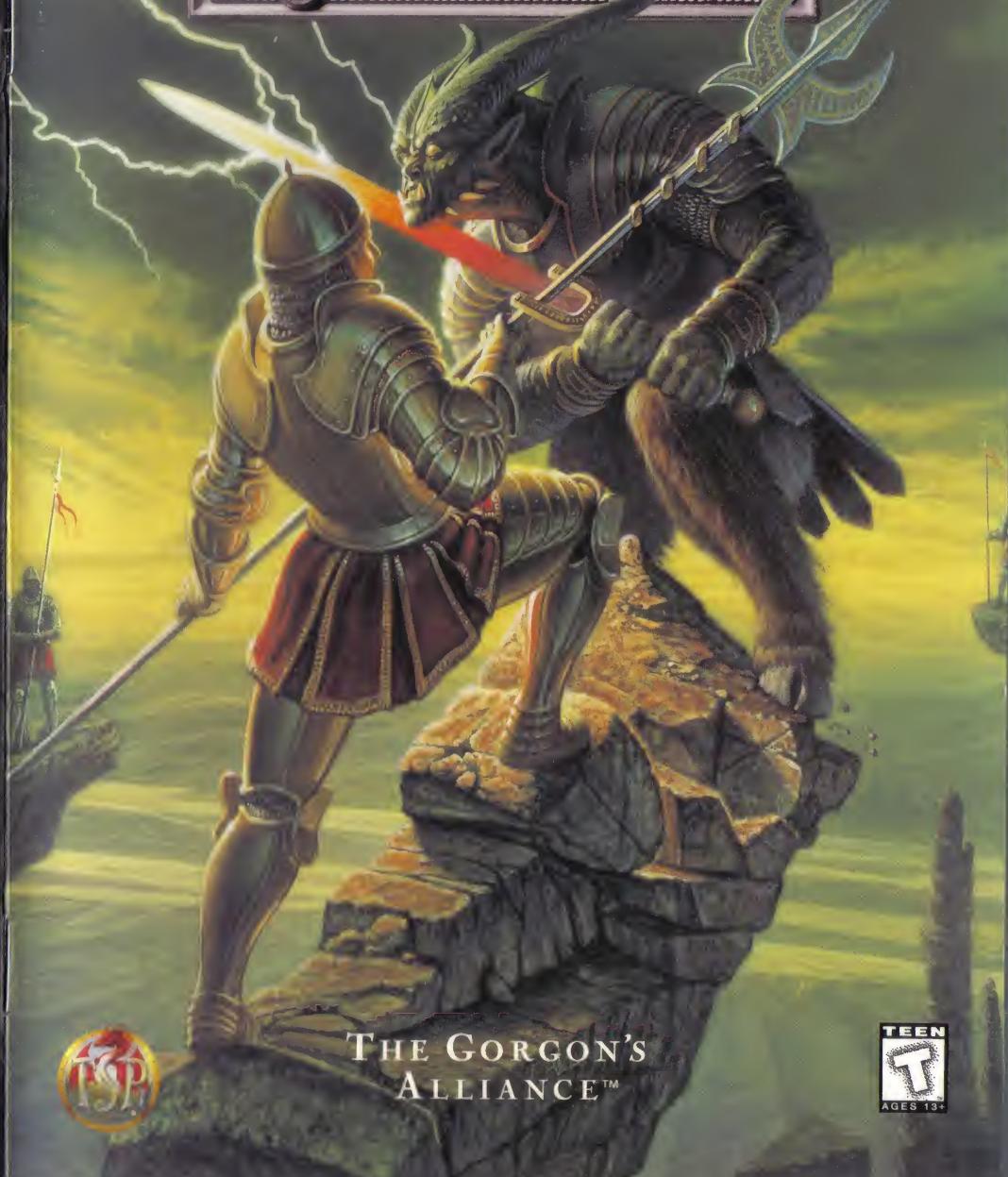


Advanced
Dungeons & Dragons

BIRTHRIGHT™



S I E R R A®

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THE GORGON'S
ALLIANCE™



S I E R R A®



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System Requirements

Minimum

- ◆ IBM compatible computer with Pentium 75
- ◆ One megabyte PCI or VESA local bus SVGA graphics card
- ◆ Eight megabytes (8 MB) of RAM
- ◆ MS-DOS® version 5.0 or later OR Windows® 95
- ◆ Hard disk with 30 to 300 MB free
- ◆ A CD-ROM drive (quad speed)
- ◆ Sound Blaster or compatible sound card
- ◆ Modem for multiplayer for internet or modem play
- ◆ Mouse

Preferred

- ◆ IBM compatible computer with Pentium 100 MHz or better
- ◆ Thirty-two megabytes (32 MB) of RAM
- ◆ MS-DOS® version 5.0 or later OR Windows 95
- ◆ Hard disk with 30 to 300 MB free
- ◆ An SVGA graphics card and SVGA 256 color monitor
- ◆ A CD-ROM drive (hex speed)
- ◆ Sound Blaster or 100% compatible sound card or any Windows 95 supported sound system
- ◆ SMARTDrive or other disk caching software
- ◆ Modem for multiplayer for internet or modem play
- ◆ Mouse

Memory Requirements

The amount of memory in your machine determines what you see on your monitor and may determine which game you wish to run: the version for Windows 95 or DOS.

To use the table below, locate the amount of RAM on your machine. Read across the table to see what resolution of the graphics you can expect to see while running either of the two versions.

WINDOWS 95

WALL TEXTURES	ANIM- ATIONS
32 MEG	Medium
24 MEG	Medium
16 MEG	Lo-res
12 MEG	---
8 MEG	---

DOS 5.0

WALL TEXTURES	ANIM- ATIONS
32 MEG	Hi-res
24 MEG	Medium
16 MEG	Medium
12 MEG	Lo-res
8 MEG	Lo-res

What's in This Manual?

This manual explains how to:

- ◆ Install and run the game,
- ◆ Adjust the Options controls to select the kind of game you like to play,
- ◆ Use the game's icons and buttons,
- ◆ Use the tutorial games to learn to play,
- ◆ Access the on-line help for the rules and how to play the game.

For quick reference of keyboard and mouse commands, see the last page.

Conventions

1. Click the right mouse button on icons, buttons, or objects for more information.
2. Click the left mouse button to select an object or button.
3. Press the **ESC** key to access the main menu shield.

Installing the Game

You must install the game with the *Birthright*™ installation program, not "copy" commands, to ensure that the game is installed correctly.

The installation program automatically determines the graphics and sound capabilities of your computer system, then takes you step-by-step through the process of installing *Birthright* on your hard drive.

Installation for Windows® 95 with Autoplay Activated:

1. Start your computer system so that Windows® 95 has launched.
2. Insert your Sierra CD into your CD-ROM drive.
3. If you have Autoplay activated, just select the Install option and follow the on-screen prompts.

Installation for Windows® 95 without Autoplay Activated:

1. Start your computer system so that Windows® 95 has launched.
2. Insert your Sierra CD into your CD-ROM drive.
3. From the START menu, select RUN.
4. In the RUN window, browse to or type **D:\SETUP** and click OK. This assumes that your CD-ROM drive is D. Please substitute the appropriate drive letter.
5. Follow the on-screen prompts to install *Birthright* to your hard drive.

Installation for DOS:

1. Start your PC.
2. Insert your *Birthright* CD into your CD-ROM drive.
3. From DOS, change to your CD drive (e.g., **D:<Enter>**). (Please insert the appropriate CD-ROM drive letter if it isn't D.)
4. At your CD-ROM drive, type **INSTALL** and press **<Enter>**.
5. Follow the on-screen instructions.

Starting *Birthright*:

Use one (1) of the following that applies to your computer's setup:

- ◆ To start *Birthright* under Windows® 95 with AutoPlay activated, insert the CD into your CD-ROM drive. Select the RUN option when AutoPlay appears.
 - ◆ To start *Birthright* under Windows® 95 without AutoPlay activated, click on the START button and select Programs. Select the SIERRA option and click on the *Birthright* icon.
 - ◆ From DOS, change to the C:\Sierra\Birthrt directory (or the directory to which you installed the game), and type: Birthrt<Enter>.



Select one of the following buttons from the game shield menu: Begin New Game to start a completely new game, Load Saved Game to continue a previous game, Multiplayer for internet, network or modem play, Options to configure the game, speed, music, or sound settings, Help for more information, or Quit to exit.

Configuring Your Game Options

Click the Options button on the main menu to open the Options dialog box. The choices that you make determine the kind of game you'll play. Each Option button is explained in more detail on the following pages.



Set the game difficulty, and choose the game type.

The **Battle Settings** button lets you choose Battle Difficulty (Easy, Medium, or Hard) and Battle Speed (Slow, Medium, or Fast).

Choose the degree of difficulty of your opponents and the combat mode: Real-time/Arcade (fast paced) game or Turn-based/RPG (role playing game).

Change the **Music Volume** and **Sound Effects** from 0 (Off) - 10 (Loudest).

Change the settings that control the speed of the game.

Change the **Game Window Size**. Decreasing the size may increase the speed of the game.

When you press one of the buttons on the left, the choices will be displayed inside the large box on the right side of the dialog box. To adjust your choices, click on the + or - button displayed to the right of each option.

When all of your settings have been made, click the **Done** button to have them go into effect. If you change your mind and want to have your changes ignored, click the **Cancel** button. If you want to reset all of the controls back to the game's preset default values, click on the **Defaults** button.

Game Settings

Game — *Birthright* has three difficulty settings: Easy [300 points], Medium [400 points], and Hard [500 points]. The harder you set the game, the harder the Gorgon becomes when fighting! You can adjust the difficulty at any time during the game prior to winning.

Description Style — There are two choices: AD&D® and Simple. The first follows standard terminology of AD&D for players already familiar with this genre. The alternate choice eliminates the jargon used in AD&D and is meant for players who are not familiar with dungeons and dragons games.

Battle Settings

Battle Difficulty — Adjusting the Difficulty rating controls the tactics used by enemy units while attacking and moving onto the battlefield.

Battle Speed — Adjusting the Speed makes your enemies decide their actions faster or slower, giving you less time to think and move your units.

Adventure Settings

Difficulty — Your opponents become tougher as you increase the difficulty.

Combat Mode — **Real Time** — In this mode, attacks occur at the same time, and there is no pause in the battle. You had better act quickly or your enemies will take the advantage.

Turn-based — This combat mode gives you time to deliberate and choose your next action. After everyone in your party has received their action commands, click the **DONE** button to commence that round of battle. Then the enemy attacks, and the cycle repeats. This is the true Role Playing Game combat mode.

Combat Speed — Your opponents' damage speed increases or decreases when you adjust the combat speed when in real-time combat mode. What that means is that more animations are played before actual damage is dealt.

Default View — This option allows you to choose in which view you want to position the camera during adventures. The line-of-sight is from the leader's viewpoint until combat begins. Only at that time will the camera automatically move to a position where the entire group is in the picture. It will remain in that position while the fight continues. When tabbing through the other characters in

your party, the camera will adjust the view to make that character the center of the action. You can use the *left* and *right* arrow keys to move the camera around for a better view. The *up* and *down* arrows zoom in and out. Also, F5, F6, F7, and F8 move the camera to the front, left, back, and right views respectively. Finally, F9 switches to a first-person view of the currently selected party member. Experiment to see which view you prefer.

Music and Sound

Sound Channels — The Sound Channels allow you to select the MAXIMUM number of sounds (channels) that can be played simultaneously, i.e. eight channels equals eight sounds playing at the same time. There are two reasons to lower this number below eight. One is to make the sounds play more smoothly from slower CD-ROM drives. The other is that it might make the game run faster, especially on computers at or near the minimum requirements. However, if you set the number of channels at too low a number, you may lose voice cues giving critical information.

Before setting the channels below four, consider these options in this order:

1. If you selected the small installation, reinstall and select the medium installation. This moves most of the sound files onto the hard drive, cutting access time dramatically.
2. Turn off the Environmental Sounds. (Before you do this, read the Environment Button information below.)
3. Turn off the Music. It locks up one channel all by itself.

Music/Effects Volume — The Music Volume and Effects Volume choices raise or lower the volume for each specific audio feature with ten being the loudest.

Environment Button — The Environment button toggles on and off the ambient [existing on all sides] background sounds within adventures. There is an Environmental sound scene for every adventure based on its degree of evil. The only reason to turn the sounds off is that it might speed up exploring (not the fighting) in the adventures. It will have no effect at the map level or on the battleground.

Screen

Screen Size — This setting changes the size of the game screen. Choices diminish in steps from a full screen without any menus being displayed down to a minimal game screen size of *Smallest*.

Auto-Resolution — *Birthright* runs fastest with a small screen and the Auto-Resolution *on*. If set to *on*, auto-res automatically changes to a lower resolution while the party is traveling for faster movement.

Direct Draw — This option is a Windows only feature. The game occupies the entire screen, as the DOS version does. With Auto Resolution on, it may even be a bit faster.

Game Speed

These settings duplicate those found with other buttons on the *Options* menu and are grouped under this button for your convenience. Any change made here will alter the setting of its duplicate in the other Option button. For example, the Sound Channels and Environment settings are also located under the Music and Sound button. Changing their levels in the Game Speed location will alter their levels in the Music and Sound location also. Similarly, Screen Size and Auto-Resolution are located under the Screen button, and a change in one will be reflected in its twin.

Birthright Rules and On-line Help

The rules for playing the game are accessed by left-clicking on the *Help* button on the main menu. That opens a *Help* menu which contains three menu choices.

- a. *Quick Keys* — Lists the keyboard shortcut keys.
- b. *History and Atlas* — Contains information about the kingdoms of Anuire and the specific characters and villains. There is also information describing the history, geography, mythology, genealogy, politics, economy, and magic.
- c. *How to Play the Game* — Contains the rules for how to play the game.

You can also access the rules by left-clicking on a *More Info* button contained in many of the dialog boxes. That button takes you directly to the on-line Help file.

Finally, if you're using Windows 95, double-click on the *Birthrt.hlp* to read the history of Cerilia or on *Gameplay.hlp* files to read the rules for playing the game. In DOS, the files *doshelp.txt* and *rules.txt* are the text equivalents of the *.hlp* files and may be read using a word processing program.

Expand, Adventure, or Fight?

There are three different approaches you can take to playing *Birthright*, depending on which is your favorite. If you enjoy ruling your realm through political and economical decisions, then you can win by expanding your realm. If you prefer searching through castles, forests and dungeons and fighting the inhabitants, your game will involve many more adventure sites and the search for treasures and relics. Others will prefer to spend their time on the battlefields, giving little consideration to adventures and economic decisions. Regardless of the game type you choose, the goal is the same: to unify Anuire by defeating the Gorgon's powerful alliance.

Expanding Your Realm

As the regent, you'll rule one of 18 realms out of the 34 kingdoms that comprise Anuire. You'll decide every aspect of how your country will be ruled. Where will you build roads? When will you use spies to find out what neighboring countries are doing? What will the tax rates be in your kingdom? Under what circumstances will you declare war? Who will be your allies? And, will you invest in exploration or go in search of treasures? Everything is a matter of choice, chance, and priorities as you decide how to best rule and expand your influence throughout the region.

If you're going to concentrate on expanding your kingdom, choose a regent with high charisma (greater than 15 where 18 is the highest) and whose realm has good starting resources (sources), trade ties (guilds), and holdings (temples and law). If you do go adventuring, it will be in pursuit of artifacts that will aid your dealings with other realms.

Going on Adventures

This is the classic ADVANCED DUNGEONS & DRAGONS® (AD&D®) portion of the game where you explore, kill monsters, and find the treasure. Tough characters are needed. This emphasis places the most importance on both the regent and his lieutenant (the regent's right-arm in pursuing your goals). You'll need a good offense (either by sword or by spell), and excellent staying power (lots of hit points). Some fleetness of foot (dexterity) might not hurt either. In brief, select a medium to high level regent with good statistics.

Go to the *Options* screen to select the difficulty level for your opponents in the adventures and the combat mode of choice. The arcade or real-time mode requires good reflexes and coordination. The slower paced turn-based or RPG (Role Playing Game) mode allows you time to ponder every combat move before making it.

Fighting on the Battlefields

If you enjoy defending your borders and conquering new territory as your armies fight for control of Anuire, then your choice of realm and regent should revolve around strategic positioning, strong holdings, large initial forces, and no major menaces on the borders. Characters that can fireball entire army regiments are very useful. Armies require a lot of gold to maintain, and commanding them takes large amounts of regency. Lastly, a regent or lieutenant with the Battlewise blood ability gives you a leg up on the competition.

Full Game Choices

In addition to choosing the emphasis of your game, you can also choose the depth of the game you want to play. Although these choices may seem like differences in difficulty, they are actually variations of the primary actions that can be taken during the game.

All of the choices for the Full Game begin with a report on the current state of your realm followed by a choice of three **domain actions**. Use those actions to strengthen your kingdom and increase your influence in Anuire.

The Basic Game

In the first type, the game uses six of the 18 maximum domain actions and emphasizes adventures and battles. Economic controls and other realm management decisions are handled automatically so that you don't have to be concerned with building roads, creating holdings, casting realm spells, etc. Don't think this game is a walk in the park. The adventure sites and battles will provide the player with plenty of challenges.



Advanced Game Play

The second choice of play increases the number of domain actions to ten. With these additions, you have control over some of the economic and political decisions for your realm. For example, you can build roads, create holdings, create trade routes, and rule provinces. Of course, you can still go on adventures and wage battles, but you also must deal with limited realm management decisions of economics.

Expert Game Play

This choice of play accesses the complete *Birthright* game with the full set of 18 domain actions. In this selection, you have full realm management control over political and economic decisions in addition to fighting wars and going on adventures.

Adventure		Agitate
Build Road		Contest
Create Holding		Declare War
Diplomacy		Espionage
Forge Ley Line		Fortify
Hold Action		Investiture
Lieutenant		Lieutenant Action
Muster Troops		Realm Spell
Rule		Trade Route

Each of these domain actions is explained in great detail in the on-line help file. You can access that file by selecting the Help button from the Main Menu or right-click on the domain action in the game. When the dialog box appears, click the More Info button which will take you directly to the file.

Quick Start

A collection of saved games comes with *Birthright*. These games have already been started and are at a point where the preliminary steps of running the game have been done and the region's economy is established. Continuing one of these saved games will allow you to try out the battlefields and get into more adventures. These games are described in the ReadMe file.

Training to Play *Birthright*

If you select *Begin New Game* from the main menu, there are three choices on the next menu that can help you learn to play *Birthright* or, in the case of Adventures Only and Battles Only, can be the focus of your game.

The Tutorial Game

There are three detailed tutorials to take you through the intricacies of realm management, adventures which involve personal combat with the occupants of those sites, and fighting wars on the battlefields. Each of these is described in the following sections.

Basic Game Tutorial

In this tutorial, you'll learn the basics: the Anuire map buttons that control the icons on the map, how to move your troops on the map, and the six domain action buttons available in the Basic Game. These include demonstrating the steps involved in mustering troops, the hold action, recruiting a lieutenant, going on an adventure, conducting diplomacy, and fighting on the battlefield.

Advanced Game Tutorial

This picks up where the Basic tutorial ended and adds more domain actions to your game. Here you will learn how to create holdings, build roads, rule a province, and create a trade route, all of which expand your realm's economic activities.

Expert Game Tutorial

The last tutorial adds the remaining domain actions necessary for ruling a realm. These additions include learning to use realm spells, forging ley lines, conducting espionage, and having complete political and economic control over your realm.

Adventures Only

This form of the game consists of a sequence of eight adventure sites which allow you to practice your personal combat skills as you search through some of the adventure sites. The list of characters from which you choose your party is randomly determined and lasts for the duration of the game. When you complete all of the adventures, you win the adventurer's challenge. For those who are only interested in exploring, fighting, and collecting treasures, this is the game for you.

For others, this is the ideal place to practice both personal combat and exploration skills prior to tackling the full game.

Battles Only

Here you have the opportunity to practice your battle skills or to make this the main focus of your game play. There are 30 different battle scenarios, beginning with very simple and easy battles and increasing in difficulty to a no-holds-barred battle to defeat the Gorgon. If you complete all of the battle scenarios, you are an awesome battlefield commander.

Other players may prefer to use this as a practice area for battlefield warfare. Experiment by adding selected troops to your army against selected enemy units. Discover the effect on battles of different terrain types. Try different combinations of units against various opponents and terrains. This is the place to experiment.

Anuire Map Buttons and Icons

Kingdoms are described by their provinces, and provinces are described by the establishments within them. The buttons in the lower-right corner of the Anuire realm map screen add or hide icons on the map.



The button on the left, the Fighting Units and Holdings button, will add a screen where you can specify which kingdom's units and holdings you wish to see displayed on the map of Anuire. Click this button a second time to eliminate the list of the kingdoms on the left.

Click the right mouse button on one of these units on the map of Anuire. A box displays the unit type. Left-click on any of your realm's troop icons to select it, and click in an adjacent province to move the troops to that location.

The four middle buttons add the four types of holdings' icons to the Anuirean map. Click the left mouse button on each button to see their locations.



Law Holdings — The four levels of law holdings, shown above, are any entities (ranging from marauding vigilantes to the king's royal guard) that affect a ruler's ability to control a province and the loyalty of his government servants, including bureaucrats and constables. When a law holding belongs to a regent who is hostile to the province's ruler, it represents banditry and opposition. Wise rulers try to control at least some law holdings in provinces they rule, since this improves their ability to collect taxes and control rebellion.



Guilds — Guilds tend to be the building blocks of rogue domains, although any class of regent may control guild holdings. In Cerilia, hundreds of artisan guilds and merchant companies control trade. A regent who controls mostly guilds is likely to be a merchant prince, an investor, or an underworld figure, although a guild is almost always a legitimate business.



Temples — Temple holdings are monasteries, shrines, temples, and cathedrals of the character's faith. Naturally, they're vital to priest characters. The level of a temple holding reflects its share of worshipers in that province; a priest with a temple (1) in a level 4 province has about 25% of the population attending his churches. Temple holdings can be controlled by any class of regent character, but only priests who control temple holdings can cast realm spells. Refer to *Priest Realm Spells* in the *Spells and Magic* section.



Sources (magic holdings) — Sources represent the magic power of a province. Unlike other holdings, a source's level is much lower in highly-developed areas, since the clearing and settling of the land weakens natural magical forces. Untouched lands hold the most magical power.



Sources may be controlled by characters other than wizards, but only wizards reap the benefits of controlling a source. Wizards who control a source may cast spells. Refer to *Wizard Realm Spells* in the *Spells and Magic* section.



The button on the right zooms out to show the entire map of Anuire. Zoom in by clicking the left mouse button anywhere on the map. Zoom-in further using the + key. Click the map to scroll in that direction (map centers on click location), or use the arrow keys to scroll the map to any site you wish to examine.

Also displayed on the map is a shield for each realm. That shield is used to identify the realm's provinces, forces, and holdings on many of the game screens.

Other icons shown on the map are described below:



Castles Major Seaport Minor Seaport



Ruins

The Spiderfell

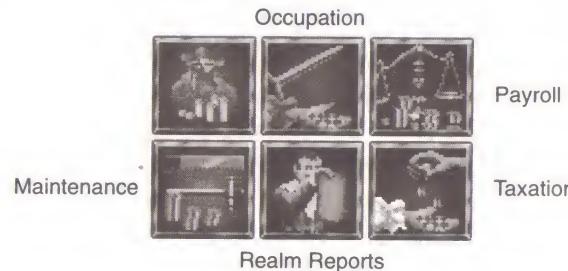
Wizard's

Rhuobhe
Manslayer's Castle

Kal-Saitharak
the Gorgon's Castle

Realm Management Buttons

At the beginning of the domain turn for the Advanced and Expert Full Games, the set of six buttons in the lower left corner of your game screen accesses the realm management screens where you control how your kingdom is governed. Clicking on each one accesses an information screen that allows you to view and alter your kingdom's finances and economy and how you manage them.



Tax Levels — Determines how much tax will be levied on the populace in your kingdom. The more you tax, the more money your kingdom will earn, thus allowing you to pursue more activities. However, the more you tax, the more unrest you will generate, up until the point at which the people will openly rebel.

Occupation — In any province where you have troops, you can use this button to pillage or weaken foreign holdings.

Payroll — Regents pay maintenance costs of any military units under their command. If a unit goes unpaid, it disbands unless the regent spends 5 Regency Points for each Gold Bar he owes it. If mercenaries are unpaid, they desert and become brigands.

Maintenance — Each castle and occupied province (a foreign province held by the regent's troops) costs 1 GB each domain turn to maintain. If the regent fails to pay, the castle level drops by one or the province rebels. The regent must also pay a maintenance cost for his provinces and holdings. If the regent can't meet expenses, he must disband army units or reduce the court level to meet his kingdom's demands.

Realm Report — Displays the reports of your counselors regarding the current state of your kingdom. It will include information from espionage, news about adventure possibilities, news of wars, and many other reports about activities in Anuire. These reports help you determine your choices for your domain actions.

Taxation — The collection of taxes. The first icon will be replaced with the one shown here after taxes have been collected. Click on it to access the domain actions.

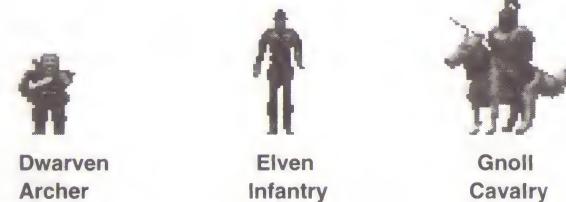
Army Units

The following are a few examples of the troop units shown on the map. Click the right mouse button on any unit for information. Of course, you can only command the troops of your own realm.



Archer Cavalry Elite Infantry Irregular Knight Pikeman

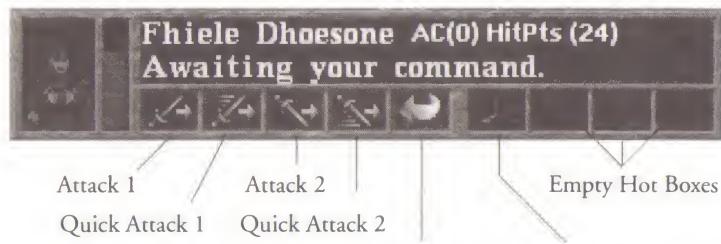
In addition, the dwarves, elves and gnolls have fighting units also.



Dwarven Archer Elven Infantry Gnoll Cavalry

Personal Combat Status Bar

When you encounter an opponent at an adventure site, the status bar shown below appears at the bottom of your screen for each member of your party. Click the right mouse button on any area for additional information. Whenever you see a More Info button, that button will take you directly into the on-line help for a more complete description.



Remember that you can get information by right-clicking on any icon, button, or object.

Realm Icons

Conflict

The two icons shown below appear on the map to signal a state of conflict. The first informs that a province is in rebellion; the second shows a realm at war.



Rebellion



At War

Spells

Realm spells can be used only in realm play. Both you and other realms can cast realm spells during the Domain Turn. A graphic symbol of the realm spell is placed within the borders of the province it is affecting. These spells can last one or more domain turns. The symbols for each spell are shown below. Refer to the on-line Help file for complete information.



Bless Land

Effect: During next domain maintenance, generate maximum taxes for everything in province.



Warding

Effect: Enemy units may not enter or leave a province. At level five, one province may be warded, two at level seven, three at level nine, etc.



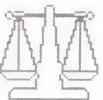
Blight

Effect: During next domain maintenance, generate minimum taxes for everything in province.



Dispel Realm Magic

Effect: Counters the effects of any other realm spell. Cost equals the regency spent on the countered spell. [If only one province of several targeted by a multiple province spell, only the protected province's cost is matched.]



Honest Dealing

Effect: Provinces affected may not be the target of Agitate and Espionage actions. Guild holdings generate minimum taxation per domain turn. Priest affects one province at the fifth level, two at the seventh level, etc.

Approaches to Winning the Empire

You can amass points in *Birthright* by successfully completing any of those tasks that identify a great leader:

1. Conquest, defeating evil, and acquiring great treasures,
2. Careful diplomacy, forming alliances, and securing the allegiance of vassals,
3. Economic power (not available in the Basic game) that establishes your control over the realm.

As you play *Birthright*, you gain points which signify your progress towards the Emperor's Crown. Depending upon the difficulty selection (Easy, Medium or Hard) that you set in Game Settings on the Options dialog box, when you reach the appropriate number of points, you'll be declared the new Emperor of Anuire!

ACTION	POINTS
Provinces that you own	3 per province
Provinces of your vassals	3 per province
Full alliances	2 per province
Permissive alliances	1 per province
The Spiderfell province	10 per province
Provinces of Rhoubhe Manslayer	10 per province
Provinces in the Gorgon's Crown	10 per province
Provinces of any Awnsheghlien ally (Markazor, Mur-Kilad, Chimaeron, Thurazor, etc.)	5 per province
Sword of Roele	60
Regalia of Empire	30
State Crown of Anuire	30
Banner of Roele	20
Any other relic of power	10
Defeating the Gorgon in battle	100

The History of Anuire

When you understand how history molded the peoples of Cerilia, you will better understand the way it is today. Humans were not always the dominant race of Cerilia. The true natives are the elves and dwarves, the keepers of the forest and the guardians of the mountains. For centuries, they lived peacefully alongside each other, because each had its own enemies to fend off...the humanoids — creatures spawned deep in the earth. Those creatures of night and darkness chose to live in places that the elves and dwarves shunned. They raided continually, storming the dwarven mountains and the elven forests to steal treasures and lay siege.

In time, the humans invaded. Five separate tribes, fleeing the domination of decadent empires and the wrath of an evil god, crossed into Cerilia to settle here. The Cerilian wilderness was thus touched by the hand of man, and would never again be the same.

The tribe that followed the god, Anduiras, called themselves the Andu; they later came to be known as the Anuireans. They were a warlike and vigorous people who took the lead in the war to claim Cerilia.

The Conflict

Cerilia's dwarves had little time or inclination to investigate or negotiate with the humans. The invaders, likewise busy, had more important things to do than brave the mountain passes the dwarves called home. The two races eventually developed an unspoken agreement with each other, namely that humans were welcome in the mountains as long as they caused no trouble and would somehow contribute to society.

The elves, on the other hand, found themselves suddenly competing with the humans for the most beautiful land in Cerilia. At first, the elves thought they could all live in mutual enjoyment of the forest, and this arrangement worked for a time. But it was not long before the humans began looking toward elven lands as places for expansion.

The elves fiercely resisted conquest but were pushed back year after year because of an element they had never encountered — priestly magic. The human priests were the deciding force against the elves' expertise in magic and combat.

The fair folk eventually conceded the plains, the hills, and the coasts to the upstart humans, and withdrew to the sanctity of the forests, vowing to destroy any humans who ventured there.

The Shadow's Arrival

For a time, Anuireans were virtually free to choose their destinies in this new land. Though the ever-present threat of elven retaliation and humanoid incursion lingered, the humans found themselves all but unopposed in their efforts. Kingdoms rose and fell as the tribes settled and tamed the land.

Then the Shadow came to Cerilia. This god of evil, known as Azrai, made his way to the new land. When he found that the humans had prospered in Cerilia, Azrai realized that more than a simple battle would be needed to destroy them.

First, Azrai took his teachings to the goblins and gnolls in the northern lands of Cerilia. The dwarves found nothing in Azrai's words to provoke them, so they steered clear of his temptations. The elves, on the other hand, had burned with the desire for revenge against humanity ever since their exile to the deep woods. They cleaved to the teachings of Azrai and poured their energy into preparations for war.

The War of the Shadow

Kings and priests set aside their petty differences to face the threat of the Shadow. Rogues and merchants brought their resources to the war, setting aside personal rivalries. Even the dwarves joined the humans against Azrai.

The armies of the Shadow, made up of human barbarian tribes, the humanoids, and the elves, pushed into Cerilia, dominating and destroying everything they encountered. The Anuirean human armies were led by two brothers, Haelyn and Roele, but the evil humanoids overwhelmed them.

In a desperate attempt to prevent the Shadow from annihilating the Cerilians, each god chose a champion or two from among his or her tribes — a champion who exemplified whatever the god loved best in humanity.

The clash on the slopes of Deismaar was an epic battle — man and monster struggled against each other in a vain attempt to triumph. Then, without warning, the elves crossed to the human side of the battlefield. The elf generals had discovered Azrai for the evil that he was and realized they had been deceived. (A handful of elves remained with the Shadow. Of them, Rhuobhe Manslayer is the most famous.)

The heavens shook; the earth rumbled. All was chaos; then an ensuing explosion destroyed the landscape, leveling the lands for miles around the mighty mountain Deismaar, destroying the gods and most of their forces. Despite the intensity of the explosion, a few survived.

The Birth of the New Gods and the Abominations

The survivors of the battle on Mount Deismaar were, with few exceptions, those common men and women who best exemplified the qualities the gods strove to uphold. The champions were elevated to replace the vanished deities. Power flowed through them and about them, reflecting the natures of the gods who had sacrificed these energies.

Many of Azrai's minions fought, but more of them escaped to remote hiding places. They emerged occasionally throughout the next hundreds of years to kill those who carried the divine bloodlines.

The elves first noticed the evolution of these minions and called the abominations the awnsheghlien (awn-SHAY-len), or "blood of darkness."

The mightiest of the awnsheghlien was the Gorgon, the remnant of humanity that once was Raesene, the half-brother of Haelyn and Roele. The Gorgon's hatred of his brothers drove him to acts of destruction far greater than those schemed by his fellows, and thus his power grew more rapidly than theirs. Even so, the other awnsheghlien were not to be regarded lightly — their power still derived from Azrai.

Luckily, the awnsheghlien were not the only ones who cultivated the powers of their gifts. The children of those who had been infused with divine essence also grew in stature. Some established themselves as lords of lands. They learned that they could increase the power of their kingdoms. Those with native intelligence, brute strength, or a combination learned how to increase their power through wise rule and carefully planned campaigns geared toward pounding their neighbors into submission.

As would-be rulers sought to carve out kingdoms, so began the next struggle for domination of Cerilia.

Formation of the Empire

One such champion, Roele, chose to use his new powers not to glorify his own station, but to forge an empire of justice that would stand against time. With his friends at his side and using his divine power, he united the southwestern corner of the continent. When he added most of the Heartlands and the Southern Coast under his rule, those who saw his power flocked to his banner.

Roele called his kingdom Anuire after those who had first settled the land. By granting lands to those who had supported him in battle, he ensured their loyalty. With his core of power behind him, Roele felt enough confidence to try to bring the rest of Cerilia under his rule.

Although Roele did not conquer the entire continent, he had done a fair job of uniting an empire that stood strong for almost a thousand years.

The History of the Ruins of Empire

The Empire's prosperity lasted until five hundred years before the writing of this account when Michael Roele, the last of his mighty line, had the foolish audacity to challenge the Gorgon himself. Michael braved untold dangers to face the most powerful of the awnsheghlien. Unsurprisingly, he was slain by the Gorgon and upon his death, the Empire crumbled. Everyone who had anticipated vying for Michael's crown and his Iron Throne found themselves trying to achieve their dreams.

Continuous civil wars racked Anuire many years. The men and women ruling in Anuire desired only their greater glory, and ignored the needs of the Empire as a whole. The regents and kings sought each other's heads rather than minds, and kingdoms rather than kinship.

Today, the bulk of the land remains uneasy and divided. The people yearn for peace, and every ruler believes that he is the one who can bring it to Cerilia. In truth, all the land needs is the hand of a wise and noble leader to guide it, and the Empire could be reborn.

Once again, dark storm clouds gather over war-torn lands. Armies march wearily into battle with the banners of noble houses. Some will fall, never to rise again, but others will weather the storm.

In the *Birthright* AD&D game setting, player characters are kings and nobles, prelates and guild masters, great wizards and master thieves. They're the leaders of their own

kingdoms and domains, wielding the power to wage war or preserve peace. At their commands, armies march and kingdoms fall. Those with the ancient bloodline heritages are gifted with abilities beyond those of common folk and have risen to positions of power.

Come then to this southwestern corner of Cerilia, the home of the ancient Anuirean Empire, a green and fair land with broad and fertile river valleys, rolling hills and highlands, and the most favorable weather in Cerilia. These beautiful lands are home to dozens of rival baronies, duchies, and free cities. See if you have the wisdom to follow the path of Roele, to unite the Anuirean Empire and return it to those glorious days of the past.

BIRTHRIGHT Characters

Dwarves

Dwarves lived in the mountains of Cerilia untold years before humans came to the land. Over time, the dwarven holds elected a defensive strategy, fortifying their approaches and retreating to their cities under the mountains when threatened.

The typical dwarf stands 4 to 4.5 feet in height and has an exceptionally stocky build and thick, sturdy bones. Dwarves are creatures who derive from stone with skin that is gray, stony, and cold to the touch. All dwarves have eyes that are dark as jet, and their hair and beards are black or dark gray and are normally cropped short.

With regard to other races, Cerilian dwarves usually adhere to a friendly neutrality; thus, they are on good terms with most other races, including the elves. They're masterful craftsmen and traders; dwarven caravans roam through Anuire laden with their goods. Dwarven arms and armor are the best in Cerilia, and it is not uncommon to see dwarves selling their services as mercenaries. Dwarves are nonmagical and never use wizard magic.

Elves

The elves of Anuire call themselves the Sidhelien (SHEE-lin). They are a beautiful but dangerous folk, and humans are well advised to stay away from the elven woods. Early in Cerilia's history, the elves contested human settlement of the continent's vast forests, and a current of ill will toward the human nations still runs strong in the elven woods.

Cerilian elves are creatures of fairy dust and starlight, gifted with immortality and powers of mind and body beyond those of humankind. They are a force for neither good nor evil; an elven wood can be perilous for human travelers, but even more so for goblins or gnolls.

More than anything else, elves are unpredictable, doing what pleases them from one moment to the next.

Half-elves

From time to time, a particularly handsome or beautiful human with courage and a gracious manner may walk among the Sidhelen unscathed. A few humans have even been accepted as equals in the elven courts. Half-elves are the rare children of these unusual men and women and their elf partners. The elves regard such offspring as Sidhelen and welcome them fully in elf society. Humans, however, tend to be suspicious of half-elves, referring to them as bewitched or as changelings. It is rare for half-elves to leave the elven woods.

Humans

Humans are the most populous race in Cerilia and inhabit every part of the continent. Five human nationalities or cultures currently exist: the Anuireans, the Khinasi, the Brechts, the Rjurik, and the Vos. Human characters are probably of Anuirean descent, especially if they are regents; obviously, Anuireans rule the Anuirean lands. Characters who are not regents, on the other hand, may have wandered to Anuire from any corner of Cerilia. Anuireans are native to the southwestern portion of Cerilia.

Anuirean society is semifeastal and based on a class of free farmers and craftsmen. Regents (rulers of domains) are usually titled nobles. Anuireans respect nobility and look to their leaders to protect them from the barbarians and savages who surround the states of the old Empire. Commoners identify strongly with their lords, and the dealings and alliances of the noble families are topics of continuous discussion throughout Anuirean lands.

Major Adversaries

While hundreds of different species of dangerous creatures inhabit Cerilia, not all are common enough or malign enough to pose a significant threat to human lands.

Giants

The giants of Cerilia are elemental creatures, closely tied to the earth. The stone, hill, forest, and mountain giants tend to be solitary, reclusive creatures who are disinterested in human affairs. They're unlikely to attack humans unless the humans trespass in their territory or build settlements where they shouldn't (by giant standards).

Unfortunately, the ice giants of the distant north and the evil fhoimorien are far more dangerous, and are fond of launching raids into the surrounding lands.

Gnolls

Wandering marauders and brigands, gnoll tribes have troubled the peoples of Cerilia since before the arrival of humankind. Even the Anuirean heartland is not immune to harassment by gnoll marauders, although such an event is rare. Gnolls are nomads and plunderers, existing from day to day with little thought of what the next day holds.

Goblins

Goblins aren't considered monsters in a traditional sense, although no one wants them for neighbors. They hold extensive realms, including Thurazor and

Markazor. Their kingdoms are strong and stable enough to stand as nations with laws, borders, and courts. They engage in trade with nearby lands, hire themselves out as mercenaries, and occasionally strike deals with bordering lands. However, goblins are short-tempered, avaricious, and violent; only a fool trusts goblins very far.

Goblin society is loosely organized in tribes and clans. Goblin kings tend to be weak figures, unable to control their contentious supporters; however, from time to time a particularly powerful, intelligent, and dangerous goblin may forge an army of conquest from his squabbling subjects.

Goblins live by herding livestock, mining, selling their services as mercenaries, and raiding. They are slave holders, and the weak among them perform most hard labors.

Definitions

Bloodline — Bloodlines were created when the heroes at the battle of Mount Deismaar were imbued with the essence of the gods. A character's bloodline is his heritage of divine power. Bloodlines are described in two ways: through their strength and derivation. Many characters also command unique *blood abilities*—supernatural powers granted only to scions of the ancient lines.

Domain — A domain is an entity controlled by a character; it may be a kingdom, guild, temple, or magical dominion. Any scion who rules a domain is known as a *regent*; he accumulates *Regency Points* (RP) based on the strength of his domain and the success of his rule. Domains may comprise any combination of provinces (physical territories) or the various types of *holdings* found within provinces.

Domain Turn — The domain turn equals three months of game time; it is divided into three *action rounds*, each equal to one month. During the domain turn, regents collect taxes, raise armies, and engage in political or military endeavors to lead their domains to prosperity and power.

Regency — Regency is the aura of command and presence that surrounds the blooded rulers of domains. It is measured in game terms by the Regency Point score. Those can be used to maintain holdings and to pay for battle troops.

Holdings — There are four types of holding that a regent can control in a province: law, guilds, temples, and sources. They are possessions that represent both an expense for maintenance for the regent but which also generate income. These are described in detail in the section *Anuire Map Buttons*.

NPCs and Awnsheghlien

The world of Anuire is filled with a variety of inhabitants. There are the other player characters, guards, goblins, dwarves, non-player characters (NPCs), and the extremely dangerous awnsheghlien. You must outmaneuver some, negotiate with some, and others you must defeat in battle if you are to rule the empire.

Non-Player Characters (NPCs) and Their Realms

Avanil

This powerful Heartland kingdom of grasslands, hills, and mountains is inhabited by loyal but guarded citizens. Avanil, former seat of power for the Anuirean Empire, is host to the independent city of Anuire, home of the Iron Throne.

Regent: Prince Darien Avan. Middle aged man skilled in weapons, strategy, and politics. He is extremely ambitious and seems well versed in the uses and abuses of power. He is the chief contender for the Iron Throne.

Lieutenant: Dheraene Bhailie. Darien Avan has entrusted much of the governance of his realm to this excellent politician. She handles the Prince's foreign affairs and plays the game of politics like few others in Anuire.

Boeruine

Western Coast realm comprised of plains, hills, and forests. People are not particularly friendly, but are very loyal to their liege and his formidable bid for the Iron Throne.

Regent: Archduke Aeric Boeruine. An ambitious man willing to use any means to attain the Iron Throne, he numbers among the most powerful of Anuire's current rulers. Boeruine always repays a favor or harm done to him, no matter what the cost. He is tough, middle-aged, brutal, but fair in enforcing his laws.

Lieutenant: Mage Innes. This cranky old mage feels no love for the Archduke and resents his heavy-handed rule. However, he serves him out of fear and the chance for advancement of his own realm.

The Five Peaks

Northern Marches realm of extremely rugged mountainous terrain with precious little greenery. Travelers risk many hazards here because this realm is the spawning ground of goblins, orogs, griffons, and giants, and home to countless brigands.

Regent: There is no single regent of this realm, only chieftains of the individual provinces. The Eyeless One controls all the magic of the realm, and maintains a tower hidden in The Gorge. There are rumors that the wandering evil mage known as The Wizard is actually The Eyeless One. This ageless blonde beauty is said to love destruction and chaos, and has ruined many realms.

Ghoere

Central Heartlands realm has a terrain of grasslands and swamps. This kingdom's central Anuire location affords easy access to other domains; however, it also allows nearby kingdoms to keep Ghoere contained. There is a brooding feel to the land, and the people are repressed by the tyrannical ruler.

Regent: Baron Gavin Tael. A straight-faced man in his fifties, the Baron is a ruthless man who drives himself to extremes in his quest for power. It remains a point of endless bitterness for him that all Anuire does not consider him one of the front-runners for the Iron Throne, but he has determined to gain it at whatever cost.

Lieutenant: The Sword Mage. This mysterious figure controls much of the magical power in the area, and is fanatically devoted to Ghoere. His/her identity is hidden behind a mask and a cloak of blades.

Imperial City of Anuire

This independent city sits in the Heartlands realm of Avanil, and is the former seat of power of the Anuirean Empire. Situated at the mouth of the river Maesil, the capital remains home to universities, museums, and bureaucracies that made the Imperial City the center of trade, learning, and diplomacy of the former empire.

Regent: There is technically no regent, as the Iron Throne awaits this person's ascendance. However, the Imperial Chamberlain of Anuire, Caliedhe Dosiere holds most of the law of the city, awaiting the rise of a suitable candidate to replace him and take the reins of the empire as the new Emperor of Anuire. There are rumors that Dosiere is in fact immortal, and perhaps a lieutenant of Haelyn himself.

Lieutenant: None.

Markazor

This Northern Marches realm is harsh and rough, with mine-stripped land, harvested trees, and polluted rivers. This mountainous region is a vassal state of The Gorgon, where the goblins here are forced to train armies side by side with the hated dwarves of Mur-Kilad.

Regent: Queen Razzik Fanggrabber. She is a puppet of The Gorgon and hates all races except her own goblin kind. However, under pain of death, she is forced to work closely with the dwarves of nearby Mur-Kilad to produce the fiercest army Cerilia has ever seen.

Lieutenant: The Gorgon handpicks and grooms lieutenants for his puppet regents, ambitious upstarts who are ready at a moment's notice to replace their leaders if the need arises.

Mhoried

This sparsely populated Heartlands realm consists of highlands. The people here are tough and independent, earning their livelihood from the many forests and rivers which dominate the land. All feel grateful to their regent for the chance to live in relative freedom.

Regent: The Mhor, Daeric Mhoried. This crusty old woodsman is a military genius with no ambitions for the Iron Throne. Somewhat lenient, this conscientious ruler tries to ensure that his laws do not interfere with his people living free and happy lives.

Lieutenant: Michael Mhoried. Son and heir of the Mhor, he is being groomed by his father for rulership. Before he can learn what it truly means to be leader, however, he must master the responsibilities of a lieutenant, handling problems neatly for his father.

Mur-Kilad

This Northern Marches realm is harsh and rough, with mine-stripped land, harvested trees, and polluted rivers. This mountainous region is a vassal state of The Gorgon, where the dwarves are forced to train armies side by side with the hated goblins of Markazor.

Regent: Godar Thurinson. A blustery dwarf with nothing but contempt for non-dwarves, he is a puppet of The Gorgon. He hates his forced alliance with the nearby goblins of Markazor, though he works with them to create the fiercest army Cerilia has ever seen.

Lieutenant: The Gorgon handpicks and grooms lieutenants for his puppet regents, ambitious upstarts who are ready at a moment's notice to replace their leaders if the need arises.

Osoerde

Eastern Marches realm of gentle hills and fields of golden wheat, with swamps to the south. Cattle and horses run here, some tame and some wild. The people are oppressed by the harsh and unreasonable rules set by their usurper "duke". The rightful heir seeks to spread rebellion.

Regent: The rightful ruler of Osoerde is young William Moergen, however, his late father's most trusted lieutenant, Jaison Raenech, has usurped the throne. The self-named duke is cruel, delights in causing pain, and is arrogant about his sneering, dark, good looks.

Lieutenant: Terence Gryphon leads the duke's men in pursuit of the outlawed William Moergen, and has ambitious plans of his own for the throne. He is a hard, capable man who is as untrustworthy as his master.

Thurazor

This Northern Marches realm is the most civilized goblin kingdom in all of Anuire. The goblin denizens here are, of course, evil, but they have turned much of their attention from war to trade, mining, and timbering. The Aelvinnwode forest covers most of this domain.

Regent: His Most Eminent Highness, Tie'skar Graecher. This crafty old goblin murdered his way to the top, as befits a worthy goblin king. He expects to have his kingdom taken violently from him by one of his own soldiers, but has a few tricks up his sleeve for any would-be usurpers. He prefers trade to war, but his capricious attitude toward treaties makes dealing with him difficult.

Lieutenant: Shaman Kral Two-Toes. Though the King does not trust the shaman, he uses Two-Toes to dispense justice and to keep the fanatics in check.

The Awnsheghlien

The awnsheghlien are the monstrous inheritors of evil bloodlines, in the same manner that player characters and some of their neighbors are heroic scions of good bloodlines. Some of the awnsheghlien were present at the battle of Mount Deismaar, more than 1,500 years ago. Others received their powers much later. Regardless of their origins, the awnsheghlien continue to be the greatest danger facing the empire.

Many awnsheghlien were once human, but the dark power running in their veins has warped and transformed them. Their powers seem to create outward shapes or forms that match an awnshegh's blighted spirit. The Gorgon is an excellent example, with a heart of stone, who has become increasingly stone-like over the years. His skin is cold and hard in appearance and touch. The dark power is as much a curse as it is a reward; most awnsheghlien are tortured creatures, despising themselves as much as they do others.

Rhuobhe

Truly beautiful but savage Western Coast realm, Rhuobhe is home to the fanatic elves under the Manslayer's rule. They carefully tend the trees year round to keep them green even through the freezing western winters. The elves of Rhuobhe, though civilized and proud, share the common goal of driving humans from the land.

Regent: Rhuobhe Manslayer — This former elf turned awnshegh is charismatic and extremely dangerous, especially to humans. He sees himself as protector of the forests and guardian of a lost elven way of life and takes an active part in destroying the humans around him. He is the second most powerful awnshegh in Anuire.

Lieutenant: The Manslayer has no lieutenants per se, but his favorite companion is a young hot-headed elf named Nhoun, or "The Butcher", as Rhuobhe calls him, referring to the lad's last encounter with humans.

Spiderfell

Central realm between the Heartlands and the Southern Coast. This dark forest allows no light into its murky midst, which is filled with thorns, deadfalls, and sticky webs left by the various giant spiders which live here. Despite these ever-present dangers, The Spiderfell is an excellent source of timber, although many of those who enter in search of this prized resource never return.

Regent: The Spider King — This insane former goblin king known as Tal-Qazar makes periodic forays into the surrounding realms, using goblins and gnolls as its bloodthirsty army. This awnshegh has a goblinoid torso supported by spider legs. With arms that end in razor-like claws and jaws that spit deadly venom, the spider attacks whomever it wants, whenever it wants.

Lieutenant: Two goblins and two gnolls stand guard by The Spider at all times, translating his ranting into recognizable orders for the troops.

The Chimaeron

Eastern Marches realm dominated by the Iron Peaks mountains, which are far too hard to cross without proper training or a guide. This harsh wilderness consists of several small towns and serves as a refuge to ruthless scoundrels and an awnshegh.

Regent: Danita/Chimaera — This mad half-elf woman gained long life and a usually bestial form in her quest for immortality. Unstable and dangerous, this creature is best avoided, though she is slightly more approachable in her half-elven form.

Lieutenant: The Council of Leaders consists of nine members, one from each town. The strongest of these is the self-proclaimed "Prince" Denerik. Ruler of the town and port of Mhowe, this brigand lives in a tower in the town's center, where he hoards virulent poisons intended for the removal of the other Council members.

Gorgon's Crown

Located in Northeast Anuire, this huge realm is the largest kingdom in the region. Small volcanoes, barren terrain, valleys and sheer cliffs rife with avalanches cover this mountainous wasteland. The only inhabitants of this realm are minions of the Gorgon.

Regent: The Gorgon — First and most powerful of all the awnsheghlien, The Gorgon remains a master of subtlety, deceit and lies. He carefully crafts rumors to destroy kingdoms and grind bloodlines into the dust. He poses the greatest threat to Anuire's security.

Lieutenant: Kiras Earthcore — A crusty old dwarf from Mur-Kilad and sub-commander of The Gorgon's armies, he is a formidable warrior and master tactician. He has planned a careful treachery to repay the monster for his years of servitude.

Spells and Magic

COMMON MAGIC ITEMS

Abbreviations that are used in the following chart of common magical items are:

Duration of 60 means the spell lasts 60 real-time seconds.

A charge of 1 means it works once, i.e. the number of uses.

Commonality means how frequently you find them in the game.

C = Common

U = Uncommon

R = Rare

Common Magic Item	Duration	Charges	Commonality	Effect
Amulet of				
Feather Fall	60	1	C	Fall gently without damage.
Speed	60	1	C	Party moves at double speed.
Striding/Springing	60	1	U	Party moves 50% faster, plus jump distance is tripled.
Versus Undead	—	1	U	Turns undead as a sixth level Priest.
Balm of Healing	—	1	C	Heals 1-3 points of damage.
Book of				
Exalted Deeds	—	—	R	If Good Priest: +1 Wisdom, +1 level.
Vile Darkness	—	—	R	If Evil Priest: +1 Wisdom, +1 level.
Cloak of Protection	—	—	C	Improves AC by 1, saves get a +1.
Protection	—	—	C	Improves AC by 2, saves get a +2.
Protection	—	—	C	Improves AC by 3, saves get a +3.
Gauntlets of				
Dexterity	—	—	C	Gives a character a minimum of 15 dexterity, or +1 if 15 or higher naturally.
Ogre Power	—	—	C	Strength 18/00.
Gems				
Blue	—	—	C	Opens door marked to be opened only with this key.
Green	—	—	C	Opens door marked to be opened only with this key.
Passage	—	—	U	Opens only magically sealed doors.
Shifting	—	1	U	Teleport party to selected location.
Ioun Stone				
Pale Blue	—	—	C	Add 1 Strength or Strength Class if above 18.
Scarlet & Blue	—	—	C	Add 1 Intelligence.
Incandescent Blue	—	—	C	Add 1 Wisdom.
Deep Red	—	—	C	Add 1 Dexterity.
Pink	—	—	C	Add 1 Constitution.

Common Magic Item	Duration	Charges	Commonality	Effect
Ioun Stone (cont.)				
Pink & Green	—	—	C	Add 1 Charisma.
Pearly White	—	—	C	Regenerate 1 hit point every 10 seconds.
Dusty Rose	—	—	C	Gives +1 AC, +1 all saves.
Key				
Black	—	—	C	Opens door marked to be opened only with this key.
Blue	—	—	C	Opens door marked to be opened only with this key.
Bone	—	—	C	Opens door marked to be opened only with this key.
Jeweled	—	—	C	Opens door marked to be opened only with this key.
Red	—	—	C	Opens door marked to be opened only with this key.
Silver	—	—	C	Opens door marked to be opened only with this key.
White	—	—	C	Opens door marked to be opened only with this key.
Skeleton	—	—	C	Opens door marked to be opened only with this key.
Stone	—	—	C	Opens door marked to be opened only with this key.
Tiny	—	—	C	Opens door marked to be opened only with this key.
Librium of				
Gainful Conjunction	—	—	C	If Neutral Mage, +1 level.
Ineffable Damnation	—	—	R	If Evil Mage, +1 level.
Silver Magic	—	—	R	If Good Mage, +1 level.
Necklace of Missiles	—	8	U	Allows user to hurl fireballs that cause 2-12 points of damage.
Oil of Sharpness	180	1	C	Weapon now +1 to hit and damage.
Sharpness	180	1	C	Weapon now +2 to hit and damage.
Sharpness	180	1	C	Weapon now +3 to hit and damage.
Sharpness	180	1	U	Weapon now +4 to hit and damage.
Sharpness	180	1	U	Weapon now +5 to hit and damage.
Potion of				
Diminution	60	1	U	Party shrinks to 25% of normal size.
Extra Healing	—	1	U	6-27 hit points restored.
Fire Resistance	180	1	C	Party is immune to fire damage.
Flying	30	1	U	Same as Fly spell.
Healing	—	1	C	Restore 4-10 hit points.

Common Magic Item	Duration	Charges	Commonality	Effect
Potion of (cont.)				
Invulnerability	60	1	R	Immune to damage.
Levitation	60	1	U	Same as the Levitation spell.
Potions of Strength				
Hill Giant	180	1	C	Strength now 19.
Stone Giant	180	1	U	Strength now 20.
Frost Giant	180	1	U	Strength now 21.
Fire Giant	180	1	U	Strength now 22.
Cloud Giant	180	1	U	Strength now 23.
Storm Giant	180	1	U	Strength now 24.
Titan	180	1	R	Strength now 25.
Ring of				
Feather Falling	60	1	U	Take no damage from falling.
Fire Resistance	—	—	C	Immunity to fire damage.
Jumping	60	1	C	Jumping range is doubled.
Protection	—	—	C	Improves AC by 1. Saves get a +1.
Protection	—	—	C	Improves AC by 2. Saves get a +2.
Protection	—	—	C	Improves AC by 3. Saves get a +3.
Protection	—	—	C	Improves AC by 4. Saves get a +4.
Regeneration	—	—	R	Regain 1 hit point every ten seconds.
Resistance	—	—	C	Wearer gains 25% magic resistance.
Resistance	—	—	U	Wearer gains 50% magic resistance.
Resistance	—	—	R	Wearer gains 75% magic resistance.
Night-vision	—	—	C	May see in the dark as if possessing Infravision.
Rod of Resurrection	—	2	U	A cleric may use this to resurrect a dead party member.
Scroll of				
Armor Enhancement	180	1	C	Armor now improved by 1 AC.
Armor Enhancement	180	1	C	Armor now improved by 2 AC.
Armor Enhancement	180	1	U	Armor now improved by 3 AC.
Armor Enhancement	180	1	U	Armor now improved by 4 AC.
Armor Enhancement	180	1	R	Armor now improved by 5 AC.
Staff of Curing	—	3	U	Cures 6-21 points of damage.
Tome of				
Mystic Magics	—	1	R	5 random first to third level spells that may be learned by a wizard.
Sorcerer's Lore	—	1	R	3 random fourth to sixth level spells that may be learned by a wizard.
The High Wizards	—	1	R	1 random seventh to ninth level spell that may be learned by a wizard.

Common Magic Item	Duration	Charges	Commonality	Effect
Tome of				
The Mage Lords	—	1	R	1 random realm magic spell that may be learned by a wizard.
Vial of Holy Water				
Wand of	—	1	C	Undead target takes 1-6 damage.
Enemy Detection	60	3	C	Highlights all enemies in a radius of 100 ft. on the pop-up map.
Fire	—	3	U	Launches a 6-36 point fire damage fireball out to 60 ft.
Flesh to Stone	—	3	U	Turns target to stone.
Frost	—	3	U	Does 6-36 cold damage out to 60 ft.
Illumination	180	3	C	Illuminates the area.
Lightning	—	3	U	Launches a 6-36 point electrical damage bolt out to 60 ft.
Magic Detection	60	3	U	Highlights all magical items and active spells in a radius of 100 ft. on the pop-up map.
Secret Detection	60	3	U	Highlights all secret doors and walls on the pop-up map.

RELICS OF POWER

Relic of Power	Duration	Charges	Commonality
Amulet of Inspiration			
	While held	NA	Unique
Effect: Morale for all army units is increased by one level.			
Banner of Roele	While held	NA	Unique
Effect: Human troops never rout on the battlefield.			
Barazad's Tools	While held	NA	Unique
Effect: All build costs are at -25% gold to construct.			
Brenna's Favor	While held	NA	Unique
Effect: The necklace gains its holder 25 bloodline points.			
Chalice of the Dead	While held	NA	Unique
Effect: During a muster action, one unit of Skeletons may be raised for 1 GB.			
Corgandal's Staff of Transport			
	Instant	10	Unique
Effect: Reduces the cost of Transport realm spell to one regency point and the source requirement to level zero.			
Crown of Command	While held	NA	Unique
Effect: Gain one extra Action Phase per turn.			
Danica's Crystal of Scrying			
	While held	NA	Unique
Effect: Reveals all hidden troops in Anuire.			
Dierdrien's Ring	While worn	NA	Unique
Effect: Once per domain turn, a wizard may forge a ley line without expending a domain action.			

Relic of Power	Duration	Charges	Commonality
Emperor's Crown	While held	NA	Unique
Effect: Holder gains 30 bloodline points.			
Faele's Ring	While worn	NA	Unique
Effect: Once every domain turn, a priest may cast a realm spell without it costing a domain action.			
Farid's Coffer of Realm	While held	NA	Unique
Effect: At end of turn, increase amount of money in treasury by 20%.			
Gavelon's Staff of Prosperity			
	While held	NA	Unique
Effect: When determining tax results, maximum roll is always made. [Puts a permanent <i>Bless</i> on all provinces.]			
Hammer of Thunder	While held	NA	Unique
Effect: When thrown, counts as a +3 weapon doing 6-15 damage and returns to the owner.			
Ioun Heart	While held	NA	Unique
Effect: Raises all character attributes and character level[s] by one.			
Ioun Fist	While held	NA	Unique
Effect: Raises character level[s] by two.			
Ring of Wizardry	While worn	NA	Very Rare
Effect: The number of wizard spells that wearer can memorize is doubled.			
Robes of the Masses	While held	NA	Unique
Effect: Possessor gains a +5 to any agitate action.			
Nappolan's War Tome	While held	NA	Unique
Effect: Reduces cost of troop movement by one.			
Regalia of Empire	While held	NA	Unique
Effect: May hold investiture ceremony without a priest and get a +5 to success roll.			
Scepter of Cuiraeцен	While held	NA	Unique
Effect: All army units gain +1 to their attack factor. During adventures may cast one 12-96 point lightning bolt.			
Sielshegh Gem, Large	While held	NA	Very Rare
Effect: Holder gains 10 bloodline points.			
State Crown of Anuire	While held	NA	Unique
Effect: Holder gains 70 bloodline points.			
Tome of the Prince	While held	NA	Unique
Effect: Possessor gains a +5 to any contest action.			
Torc of Splendor	While held	NA	Unique
Effect: Possessor gains a Charisma of 18.			
Sword of Roele	While held	NA	Unique
Effect: +2 to hit and damage. In battle, add one defend, one melee, and one morale to unit.			
Vaubenel's Book of Fortification			
	While held	NA	Unique
Effect: Cost to fortify a location is reduced.			

BLOOD ABILITIES

BA Spell Name	Type	Bloodlines	Affected	Duration
Battlewise	Major Blood	Anduiras/Azrai	Army	Perm
Effect:	Army units with PC have attack and defense values +1.			
Bloodmark	Minor Blood	None	PC	Perm
Effect:	PC is 10% more successful in diplomacy.			
Courage	Minor Blood	Anduiras	PC/Army	Perm
Effect:	Immune to fear type spells. Army units get +1 morale bonus.			
Detect Illusion	Minor Blood	All but Anduiras	PC	Perm
Effect:	Illusionary walls are revealed.			
Divine Aura	Major Blood	All but Brenna	PC	Perm
Effect:	PC is 15% more successful in diplomacy.			
Divine Wrath	Major Blood	Anduiras	PC	Combat
Effect:	+3 to attack rolls, +3 to damage.			
Enhanced Sense	Minor Blood	Anduiras	PC	Perm
Effect:	Detect Evil [as spell] three times per adventure.			
Enhanced Sense	Minor Blood	Azrai	PC	100
Effect:	Light Level improved by 50%.			
Enhanced Sense	Minor Blood	Brenna	PC	100
Effect:	Infravision ability.			
Enhanced Sense	Minor Blood	Vorynn	PC	—
Effect:	Gets a +1 bonus on all Realm actions because of Divination ability.			
Fear	Major Blood	Azrai	PC	—
Effect:	+2 to save against Fear Spells. May cast Fear Spell three times per adv.			
Healing	Minor Blood	An, Ba, Re	PC	—
Effect:	Restore full health to self, once per adventure.			
	Major Blood	An, Ba, Re	PC	—
Effect:	Restore full health to self, twice per adventure.			
	Great Blood	An, Ba, Re	PC	—
Effect:	Restore full health to self, three times per adventure.			
Heightened Ability	Minor Blood	Anduiras	PC	Perm
Effect:	Raise Charisma or Strength [50/50 which one] one point if ability is 14+, 1-6 if less than 14.			
	Reynir	PC	Perm	
Effect:	Raise Constitution 1 point if ability is 14+, 1-6 if < 14.			
	Basiaia	PC	Perm	
Effect:	Raise Intelligence 1 point if ability is 14+, 1-6 if < 14.			

BA Spell Name	Type	Bloodlines	Affected	Duration
Heightened Ability	Minor Blood	Vorynn	PC	Perm
Effect:	Raise Wisdom 1 point if ability is 14+, 1-6 if < 14.			
	Brenna	PC	Perm	
Effect:	Raise Dexterity 1 point if ability is 14+, 1-6 if < 14.			
	Azrai	PC	Perm	
Effect:	Raise Charisma or Intelligence [50/50 which one] 1 point if ability is 14+, 1-6 if < 14			
Iron Will	Minor Blood	An, Re, Az	PC	Perm
Effect:	PC gets a two point hit point bonus.			
Protection from Evil	Major Blood	All but Azrai	PC	Perm
Effect:	All evil creatures at -2 to hit party; parties save at +2.			
Regeneration	Great Blood	An, Re, Az	PC	Perm
Effect:	PC recovers 1 hit point each real time minute game isn't paused.			
Resistance	Major Blood	All	PC	Perm
Effect:	50% Resistance to magic.			
Travel	Great Blood	Az,Ba,Br,Ma,Vo	Party	—
Effect:	May teleport once per adventure.			

WIZARD REALM SPELLS

Wizards can cast these spells only in provinces where they control source holdings.

WRS Name	Type	Regency	Source	Level	Gold	Duration
Alchemy	Alteration	Special	3	1	1	Instant
Effect:	Each RP spent generates one GB. Gold cost is one regardless of how much is created.					
Death Plague	Necromancy	1xProvLvl	5	5	2	Perm
Effect:	Reduces province level by one. For every two levels past the fifth, one more adjacent province can be struck. All affected provinces are summed for the cost.					
Demagogue	Enchant'nt	Special	3	3	1	Instant
Effect:	Improves or worsens loyalty of a province by one. For every two levels above the third, one additional province may be effected.					
Dispel RIm. Magic	Abjuration	Special	1	1	1	Instant
Effect:	Counters the effects of any other realm spell. Cost equals the regency spent on the countered spell [if only one province of several targeted by a multiple province spell, only the protected province's cost is matched].					
Legion of the Dead	Necromancy	4	3	7	1	Perm
Effect:	Wizard can summon one unit of skeletons.					
Mass Destruction	Invocation	10/Unit	5	3	5	Instant
Effect:	Wizard can destroy one enemy unit plus one more per three levels. All target units must be in the same province.					
Raze	Invocation	10/level	5	7	2 per	Instant
Effect:	Reduce a castle's fortification level.					
Scry	Divination	10	1	1	5	Instant
Effect:	Regent may gather information in distant provinces.					
Stronghold	Conj/Summ	5	7	5	1	Perm
Effect:	Creates a wizard tower [level one castle] or improves a wizard's tower or castle by one level.					
Summoning	Conj/Summ	5/Unit	3	3	2 per	Perm
Effect:	One unit per three experience levels may be summoned. Type depends on wizard level: 1-3 is Goblin Skirmishers; 4-6 is Goblin Wolf-riders; 7-9 is Gnoll Infantry; 10+ is Skeletons.					
Transport	Alteration	4/Unit	5	3	1	Instant
Effect:	May move one unit one province per level. If used against unwilling units, regency cost is doubled.					
Warding	Abjuration	5/province	5	5	5 per	Ends at end of next domain turn
Effect:	Enemy units may not enter or leave a province. At level 5, one province may be warded, two at seventh, three at ninth, etc.					

PRIEST REALM SPELLS

Priests can cast these spells only in provinces where they control temple holdings.

PRS Name	Sphere	Regency	Holding	Level	Gold	Duration
Bless Land	All	Special	1	1	1	1 Turn
Effect:	During next domain maintenance, generate maximum taxes for everything in targeted province.					
Bless Army	War, Com.	3 per Unit	3	1	1	Perm
Effect:	Increase unit's offensive score by 1. One unit per priest's level. All target units must be in the same province.					
Blight	Plant	Special	3	3	2	1 Turn
Effect:	During next domain maintenance, generate minimum taxes for everything in province.					
Dispel RIm. Magic	Protection	Special	1	1	1	Instant
Effect:	Counters the effects of any other realm spell. Cost equals the regency spent on the countered spell. [If only one province of several targeted by a multiple province spell, only the protected province's cost is matched.]					
Honest Dealing	Charm, Law	3 / province	3	5	2	End of next domain turn
Effect:	Provinces affected may not be the target of agitate and espionage actions. Guild holdings generate minimum taxation per domain turn. Priest affects one province at fifth level, two at seventh, etc.					

WIZARD SPELLS

Wizard Spell	Level	Duration	Range	Area	Save	School
Detect Magic	1	20xLvl	See effect	100 ft.	None	Divination
Effect:		All magic out to range is marked on map.				
Reduce	1	50xLvl	0	Party	None	Alteration
Effect:		Shrink party to 50%, half strength.				
Feather Fall	1	10xLvl	0	Party	None	Alteration
Effect:		Gravity for group is reduced to 1/6th normal.				
Jump	1	10xLvl	0	Party	None	Alteration
Effect:		Jump distance is tripled.				
Light	1	100xLvl	0	250	None	Alteration
Effect:		All of area is well lighted.				
Magic Missile	1	Instant	100	NA	None	Evocation
Effect:		Each missile does 2-5 damage. Number of missiles is Lvl/2, rounded up.				
Shocking Grasp	1	Instant	0	NA	None	Alteration
Effect:		1-8+Lvl damage. Must succeed in hitting the target.				
Blindness	2	100	70	None	Spell [Neg] Illus/Phantasm	
Effect:		Creature is blind, -4 to its attack rolls, those attacking get a +4.				
Continual Light	2	24,000	0	250	None	Alteration
Effect:		Area of effect becomes well lit.				
Knock	2	Instant	50	None	None	Alteration
Effect:		Opens even magically sealed doors.				
Levitate	2	20xLvl	0	Party	None	Alteration
Effect:		Party floats along just above ground level, moving at walking speed.				
Locate Object	2	Instant	20'xLvl	None	None	Divination
Effect:		Quest's goal shows up on map.				
Morelf's Poison Arrow	2	Instant	100	None	Spell [1/2] Conjuration	
Effect:		Magic arrow does damage 2-8 + 1-4 per level beyond second level.				
Strength	2	1000xLvl	Touch	None	None	Alteration
Effect:		Strength gain: 1-8 for warriors, 1-6 for Priest and Rogues, 1-4 for Wizards.				
Fireball	3	Instant	50'	None	Spell [1/2] Evocation	
Effect:		Target creature takes 1-6 damage for each level of the caster.				
Fly	3	100xLvl	0	Party	None	Alteration
Effect:		Party can fly for the duration. Spell fades in last ten seconds, no quick cutoff.				
Stone Undead	3	Instant	50	150	Spell [Neg] Enchant/Charm	
Effect:		Undead creatures only. Target turns to stone.				
Infravision	3	1000xLvl	0	Party	None	Alteration
Effect:		May now use infravision (see heat sources).				

Wizard Spell	Level	Duration	Range	Area	Save	School
Lightning Bolt	3	Instant	100'	None	Spell [1/2] Evocation	
Effect:		Target creature takes 1-6 damage for each level of the caster to maximum of 10th level.				
Confusion	4	20xLvl	50'	150	Spell [Neg] Enchant/Charm	
Effect:		Creatures stand still or wander off.				
Ice Storm	4	Instant	10xLvl	None	None	Evocation
Effect:		3-30 points of damage to target creature.				
Minor Globe of Invulnerability	4	30xLvl	0	Group	None	Abjuration
Effect:		First to third level spells cannot penetrate and affect the party.				
Stoneskin	4	40xLvl	0	None	None	Enchant/Charm
Effect:		Gives the wizard AC 2.				
Cone of Cold	5	Instant	100xLvl	None	Spell [1/2] Evocation	
Effect:		3-6 damage per level of the caster.				
Disintegrate	5	Instant	50'	None	Spell [1/2] Alteration	
Effect:		Target is disintegrated.				
Teleport	5	Instant	0	None	None	Alteration
Effect:		Shifts party to location selected on dungeon map.				
Chain Lightning	6	Instant	200xLvl	None	Spell [1/2] Evocation	
Effect:		First target hit does 1-6xLvl. Drops by 1-6 for each addition target.				
Death Spell	6	Instant	100xLvl	Special	Spell [Neg] Conj/Summon	
Effect:		Slays target creature.				
Globe of Invulnerability	6	20xLvl	None	Party	None	Abjuration
Effect:		First - fourth level spells cannot penetrate and affect the party.				
Flesh to Stone	6	Instant	100xLvl	None	Spell [Neg] Alteration	
Effect:		Turns target to stone.				
Power Stun	7	40-160	50xLvl	None	None	Conj/Summon
Effect:		Creature moves around randomly, stunned and unable to fight.				
Serten's Spell Immunity	8	100xLvl	Touch	0	None	Abjuration
Effect:		Adds +5 to any spell saves.				
Time Stop	9	20xLvl	0	Party	None	Alteration
Effect:		Everything freezes. Party may move around unmolested, but they may not pick anything up and can only open doors.				

PRIEST SPELLS

Priest Spell	Level	Duration	Range	Area	Save	School
Cure Lt. Wounds	1	Instant	Touch	0	None	Necromantic
Effect:						
Cures 1-8 damage.						
Detect Evil	1	20xLvl	See effect	100'	None	Divination
Effect:						
All monsters out to range are marked on map.						
Detect Magic	1	20xLvl	See effect	100'	None	Divination
Effect:						
All magic out to range is marked on map.						
Light	1	100xLvl	0	250'	None	Alteration
Effect:						
Area of effect is well lighted.						
Shillelagh	1	20xLvl	Touch	0	None	Alteration
Effect:						
Cleric's weapon is now a +1 weapon doing +1 damage.						
Turn Undead	1	Instant	10'	None	None	Necromantic
Effect:						
Do 1-4 per level to undead.						
Barkskin	2	40xLvl	0	Touch	None	Alteration
Effect:						
Drops the AC to 6, minus 1 for every 4 levels of the Priest.						
Find Traps	2	20xLvl	500	0	None	Divination
Effect:						
All traps out to range are marked on map.						
Resist Fire	2	20xLvl	Touch	0	None	Alteration
Effect:						
Whole party is immune to fire damage.						
Spiritual Hammer	2	20xLvl	500	0	None	Invocation
Effect:						
Targeted creature takes 1-6 damage, plus one point per two levels of the priest.						
Continual Light	3	24,000	0	250	None	Alteration
Effect:						
Area of effect is well-lighted.						
Magic Vestment	3	40xLvl	0	Touch	None	Enchantment
Effect:						
Drops the AC to 5, minus one for every 3 levels of the Priest.						
Serious Wounds	4	Instant	Touch	0	None	Necromantic
Effect:						
Cures 3-17 hit points of damage.						
Group Prot. Evil	4	20xLvl	0	Party	None	Abjuration
Effect:						
All evil creatures are at -2 to hit party; party saves are +2.						
Critical Wounds	5	Perm	Touch	0	None	Necromantic
Effect:						
Cures 6-27 hit points of damage.						
Flame Strike	5	Instant	500	0	Spell [1/2]	Evocation
Effect:						
6-48 damage from pillar of flame.						
True Seeing	5	20xLvl	Touch	0	None	Divination
Effect:						
Entire Adventure map is visible.						
Heal	6	Instant	Touch	None	None	Necromantic
Effect:						
Cures one person of all damage, poison, paralysis, and blindness.						
Fire Storm	7	10	1000	None	None	Instant
Effect:						
1-8 per Lvl damage to target.						
Holy Word	7	Instant	0	30'	None	Conj/Summ
Effect:						
Evil creatures are banished. Kills weaker monsters and damages the toughest.						
Resurrection	7	Instant	Touch	None	None	Necromantic
Effect:						
Revive target party member.						

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Credits

TSR

Vice-president of Creative Services	James Ward
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<i>Birthright</i> Author	Colin McComb
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Creative Directors	Karen Boomgarden Harold Johnson
Licensing Coordinator	Marlene Vail
Editors	Carrie A. Bebris Anne Brown Sue Weinlein Cook
Artist	Tony Szczudlo

Synergistic

Computer Game Designers	Robert C. Clardy Kirt Lemons
Assistants	Alan B. Clark Michael Ormsby Kevin Green
Lead Programmer - Realms	Alan B. Clark
Lead Programmer - Battlefields	Greg Hightower
Lead Programmer - Adventures	Gary Powell
Art Director	Kirt Lemons
Adventure Design	Kevin Green
Sound Effects	Craig Utterback
Musical Composition	Christopher Barker Craig Utterback
Adventure Level Coordinator	Tim Jensen
Adventure Architects and Decorators	Tim Jensen Mona Branham Kirt Lemons Jim Edwards Kate Polican Derek Clardy Marc Polican
Nova Engine Programmers	Chris Phillips Alan B. Clark Steve Coleman John Conley

Support Programmers	Wes Cumberland Lan Zhou John Conley Donald Tsang Michael Branham David Jackson Chris Barker Cheryl Makovsky James David Walley
Artists	Jerry Speed Darren Lamb Peter Watje Mike McMillen Patrick Watje Alan Speed Jason Jones Jeremy Jones Alex Bennion Jason Robertson
Manual and On-Line Help	Linda Westerfield Eric Gelfand Jim Edwards Ann Dickens Clardy Mona Branham Michael Ormsby
Technical Support	Brad Nelson
Quality Assurance	Michael Jones, Manager John Ratcliffe, Lead QA Gary Stevens Mona Branham Ann Dickens Clardy Jim Edwards Derek Clardy
Voices	Greg Hightower Robert C. Clardy Chris Barker Kate Polican Lenn Marella Wes Cumberland Michael Ormsby Craig Utterback Juliet Utterback Kevin Green Cheryl Makovsky Mike McMillen Lan Zhou Mona Branham Raven c.s. McCracken Jim Edwards Alan B. Clark James David Walley

UNIVERSAL BIRTHRIGHT CONTROLS

F1 Quick Help
Esc Main Menu

MULTIPLAYER KEYBOARD CONTROLS

F3 Type in a message to send
F4 Select person/group where message will be sent

ADVENTURE KEYBOARD CONTROLS

Keypad + and -	Zoom Adventure Map In and Out
←↑↓→	Move Camera in that Direction
A	Move/Jump Up
Z	Move/Crouch Down
V	Follow Behind Leader View
L	Make Selected Character the Leader
E	Exit (Abandon the Adventure)
I	Inventory Screen
S	Status Screen
M	Toggle Adventure Map (Off, Small, and Large)
Shift	Run
PgUp	Look Up
PgDn	Look Down
F2	Toggle Direct X (Windows Version Only)
Insert	Slide Left
Delete	Slide Right
Spacebar	Activate Door/Switch
1—6 (Keyboard)	Cast Memorized Spells
[and]	Shrink and Enlarge Screen

PERSONAL COMBAT KEYBOARD CONTROLS

F	Fall Back (Individual)	Tab	Select Next Character
C	Attack 2	X	Attack 1
Shift C	Quick Attack 2	Shift X	Quick attack 1
D	Done/Defend	R	Retreat (Whole Party)
0 (zero)	Quick exit from personal combat	F5—F9	Place Camera

BATTLE KEYBOARD CONTROLS

←↑↓→ Move Camera in that Direction
[and] Shrink and Enlarge Screen

REALM MANAGEMENT KEYBOARD CONTROLS

Keypad + and - Zoom Anuire Map In and Out
←↑↓→ Scroll Camera across Anuire Map

MOUSE CONTROLS

Rt. Mouse Get Info/Inventory
Lt. Mouse Select Item/Character
Left Click on *Birthright* Shield Main Menu
Right Click on Health Bar Status Screen